

# MANCOPTER

## REQUIREMENTS

- Commodore 64™ Computer
- Compatible cassette recorder or VIC-1541 disk drive
- TV set or video monitor
- Joystick

## GETTING STARTED

First, turn off your computer, remove all cartridges, and connect a joystick to port #1.

**CASSETTE LOADING** (1) Connect your tape recorder to the computer. (2) Turn on your monitor. (3) Insert the Mancopter cassette into the recorder (remember to rewind it if necessary). (4) Turn on the computer. When **READY** appears on the screen, type **LOAD**™, 1, 1 and press **RETURN**. (5) When the message **PRESS PLAY ON TAPE** appears on the screen, press the **PLAY** button on your recorder. (6) When **FOUND MANCOPTER** appears, press the Commodore key. The screen will go blank while the game loads. After loading, the program will run automatically. To begin play, press **F7** or the joystick button.

**DISKETTE LOADING** (1) Connect your disk drive to your computer. (2) Turn on the drive and the monitor. (3) Insert the Mancopter diskette into the drive. (4) Turn on the computer. When **READY** appears on the screen, type **LOAD**™, 8, 1 and press **RETURN**. After loading, the program will run automatically. To begin play, press **F7** or the joystick button.

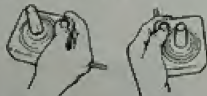
## GAME CONTROLS AND INDICATORS

**LEVEL OF DIFFICULTY** Before you begin a game, you may select a level of difficulty. When first loaded, the game level is set for Novice. If you want to select a higher level, press **F5**. The level (Advanced or Expert) will be displayed in the upper right corner of the screen under the other indicators. If no level is displayed, the game is set for Novice.

**LEFT-HANDED PLAYER** To choose left-handed joystick control, press **L** and give the joystick a quarter turn clockwise. An **L** will appear in the upper left corner of the screen. To return to right-hand control, press **R**.

**TAKE OFF** The whale gives you one free start at the beginning of the game. During the game, if you fall into the water the whale will come to your rescue, but will take one fish in return for giving you a pad to take off from. After you arrive at the raft check points, you may take off from the raft before it sinks and keep all the fish in your possession.

**ALTITUDE** Pump the fire button (press it repeatedly) to take off and to gain altitude. The faster you pump the button, the higher and faster your mancopter flies.



LEFT-HAND  
CONTROL



RIGHT-HAND  
CONTROL

**FORWARD MOTION AND ACCELERATION** Push the joystick left to start moving, and push it left again each time you wish to accelerate.

**DECELERATION** Push the joystick to the right to slow down or fly backward. (Backward distance is limited.)

**COLLECT FISH** Some birds carry fish in their bills; others do not. Collide with or touch a bird to capture his fish. If you collide with a bird who doesn't have a fish, the bird will take your fish. You can also collect fish from the friendly mermaids who swim along the surface of the water. Fish are necessary for bribing the whale to lift you out of the water. The number of fish you have is displayed at the top right of the screen.

**TIME** You start with 70 seconds. When you pass a time buoy, 40 seconds are added to your time clock (up to a maximum of 99 seconds). The time remaining is displayed at the top left of the screen. If you run out of time, you will receive an additional five seconds in exchange for each fish you have in your possession. If you have no fish when the time runs out, you will fall into the water and the game will end. You also acquire 70 seconds when you complete a section of the game (land on a raft).

**OVERTAKE MANCOPTERS** Pass other mancopters in order to accumulate a higher score. The number you have passed is shown at the top of the screen. If a mancopter overtakes you again, the number passed is decreased by one.

**DOWN COPTERS** Knock other mancopters out of the sky for points. Some mancopters are out to get you, so you will probably want to get rid of them.

## SCORING

Throughout the game, your running score is shown at the top left of the screen. The high score for this session of play is at the right. You will receive the points listed below for each of the following:

Capturing a fish from bird or mermaid	500
Downing a mancopter	10
Downing a gray mancopter	1,000
Finishing race	10,000

**BONUS** As you arrive at each raft check point, your bonus points (based on how well you did up to this point) are tallied. The three factors used to calculate your bonus score are time remaining on the clock, number of mancopters passed, and number of fish left. The following bonus points are awarded for each of the following:

Each second left on clock	50
Each mancopter passed	100

Plus an equal amount of points for each fish in your possession

**BACKGROUND MUSIC ON/OFF** Press the **5** key to toggle the background music on and off.

**PAUSE GAME** Press the **SPACE BAR** to pause a game-in-progress. Press the **SPACE BAR** or joystick button to resume play.

**RESTART GAME** Press **F1** to stop a game and return to the title page.

## CREDITS

Game Programming: Scott Spanburg  
Computer Graphics: Kelly Day  
Documentation: Jean Stedman

# MANCOPTER

## STRATEGY

You are about to enter a race within a mysterious world accessible only to the most skillful mancopter pilots. As you wait at the starting line for the sound of the cannon, be prepared to lift off from the whale as he gently nudges you above the water. When you begin the race you have four fish in your possession. Hold on to your fish — you will need them in future encounters.

Your goal is to complete each section of the race before the time runs out. A section is completed when you fall onto a raft. As you rest on the raft, your bonus points are tallied and added to your score. During the race you will be challenged by other mancopters, birds, giant squid, lightning bolts, and dodo birds, and encounter friendly mermaids and mysterious mangroves.

The mancopters you race with can knock you into the water if they bump you while you are underneath them. You, in turn, can knock them into the water if you bump them while they are beneath you. Some birds you encounter will be carrying a fish in their bills. Grab the fish if you can. If a bird flies by without a fish in his bill, look out — he'll try to grab one of your fish! And if you don't have a fish to give him, you'll fall into the water. You can capture and hold up to eight fish at one time. You'll want to capture as many fish as you can because, whenever you fall into the water, the whale will not rescue you and lift you into the race unless you have a fish to give him.

The mangroves will require special maneuvering skills and introduce you to some new hazards. You can't fly through the trees, so plan your flight carefully. Watch out for giant squid. They are looking for fish and, if you have any, they'll grab one. If you don't have any fish, they'll knock you into the water.

The mangrove dodo birds lurk among the trees. Be careful when one begins to fall — if you are in its path, it will take two of your fish. If you have one or no fish, you will fall into the water.

When the clouds suddenly turn dark, you have entered the storm zone where dangerous bolts of lightning may strike you without warning.

As you progress through the game, each succeeding level becomes more difficult as the race grows more treacherous!

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